



BOLAS

(MOVE PREVENTION, DEFENSE -1)

UTILITY EQUIPMENT GLYPH

When this glyph comes into play, place 3 black Bolas Markers on this card. After moving and before attacking with this figure, you may choose a small, medium, or large figure within 4 clear sight spaces of this figure that does not have a Bolas Marker on its card. Roll the 20-sided die. If you roll 12 or higher and the chosen figure is a Unique Hero, place a Bolas Marker from this card on the chosen figure's card. If you roll 12 or higher and the chosen figure is not a Unique Hero, remove a Bolas Marker from this card and inflict a wound on the chosen figure. A figure with one of this glyph's Bolas Markers on its card cannot move and must roll 1 fewer defense die. When an affected figure receives one or more wounds or is destroyed, remove the Bolas Marker on its card from the game. Instead of taking a turn with an affected figure, the player controlling that figure may remove that Bolas Marker from the game.



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